

SCALA

HOME VIDEO TITLER HT100

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English instruction manual

SECOND EDITION



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WELCOME TO Scala HT100!

Since most people don't like to read the instructions before trying something out, you've probably used Scala HT100 already! Therefore, you may be aware of some of the goals we had behind the creation of Scala HT100:

To create an easier to use, more powerful and more complete home desktop video system for the Amiga computer.

We want normal people to be able to add titles, graphics and special effects to their own videos in a quick and elegant manner. We hope Scala HT100 will become an every day working partner for you and your Amiga.

We in Scala AS would like to hear from you if you have any good or bad experiences with the program, or ideas for new functions. Therefore, be sure to return your user registration card, and submit your new ideas and feedback on the user response card after you have been using Scala HT100 for a while. Remember, it is you as a user who decide where Scala should go in the future!

Jon Bøhmer

*Managing Director
Scala AS*

Scala is a computer software group specialising in systems for information and multidimensional presentations. The systems are designed for easy operation and provide unprecedented opportunities for implementing any user design criteria. Systems have been developed for closed circuit, cable and broadcast television, or as stand alone presentation tools.



CHAPTER ONE

Getting Started

Scala HT100 is a complete video titling software package for the Amiga, and includes editing- and display functions as well as typefaces. This chapter explains how to connect your system and load Scala HT100

Video titling - how does it work?

The small, portable video camera has become more usual. With excellent sound and picture quality, they represent an efficient way to preserve memories and exchange information. In addition to a combined video camera and recorder (often called "camcorder"), many families also have a standard video recorder connected to their TV set. This combination makes them able to edit their videos using the camera for playback and the video recorder for recording. During this process it is possible to add text and graphics to the video.

Today, there are basically two ways to add titles to your own movies.

If your camcorder has a built-in text generator, you may add simple text and effects to your video while filming. This, however, requires careful planning. So if things suddenly start to happen, you won't have time to generate the titles before shooting the scene. Imagine yourself fiddling with your camera's text generator while your son or daughter proudly takes his or her first steps. It would be just as useful as being busy converting Fahrenheit to Celsius while your house was burning down!

The most convenient way to add titles to your videos, is to do this afterwards. View your video, and decide where you want to add titles and graphics. Then, use Scala HT100 to create pages containing the desired elements. Finally, you mix the text with the video using a genlock, while recording the result on another video player.

The process

Let's say you have a video tape, and you want to add some titles at the beginning, some explaining texts and funny graphics in the middle, and finally a classic "credit list" at the end.

First you have to decide what to write, and where to write it. View the video and make notes to remember the order of the elements you are going to add.

Second, produce a Scala HT100 script which contains the text in the order it is supposed to appear. If you want to check if you have placed a graphic object correctly, you may wind the tape to the appropriate location. Then, play back the video through the genlock while moving the object to its correct position.

To test your script, play back the entire video through the genlock and activate the titles when you want them to appear. When running the script, you can use the right mouse button to advance to the next page. Is something wrong? Edit your script and try again! If everything is OK, record the result using the other video player (see schematic hook-up on next page)

Hardware requirements

In order to run Scala HT100 you need a Commodore Amiga 500 with Kickstart version 1.2 or higher, and 1MB of memory. The more memory Scala gets, the better the performance.

In order to use the full potential of the system, you will also need a camcorder, a video recorder and a genlock.

Hooking up

The basic setup will usually consist of the following components:

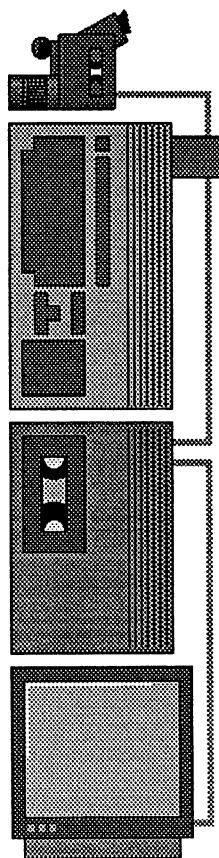
- Camcorder (source)
- Computer (with Scala HT100)
- Video player (recording)
- Monitor (viewing the result)

To add titles to an existing video tape you need to play back the tape from one video player (e.g. a camcorder), and feed the video signal into the genlock that is connected to your Amiga (video in).

The video signal *from* the genlock (video out), is connected to the other video player and recorded.

To see the video and the titles, you will of course need to connect a TV set or a monitor to the video player.

The connector type may vary from unit to unit.



Starting Scala HT100

Turn on your computer and insert the Scala HT100 program disk in the internal disk drive. The Amiga will then load Scala HT100 and the necessary fonts. When the main menu appears, you can remove the program disk and insert the Symbol disk.

Organizing your disks

If you have only one disk drive, you may run into problems when using backgrounds and brushes from different disks. The least expensive way to solve this problem is to plan which symbols and backgrounds to use in your script, and move these to a blank, formatted disk. To do this, please refer to the Amiga user manual for more information on how to copy files from one disk to another. The process can shortly be described like this:

Boot your computer with the normal Workbench disk.

To format a disk: remove the Workbench disk and insert the disk you want to format. When its icon appears on the screen (df0:BAD or df0:????), click once on it and select *Initialize* or *Format* from the pull-down menu. You will be asked to insert the Workbench disk again, and after loading the *Format* program you are prompted to insert the disk to be formatted. You will be asked if you really want to format the disk, and if you are sure (think twice!) go ahead.

When the disk is formatted (it takes a couple of minutes), you can give it a new name by selecting the

disk icon and then *Rename* from the pull-down menu.

To copy symbols to this disk, double-click its icon so that its window opens on the workbench screen. Then, insert the symbol disk and doubleclick its icon. The symbol disks has a drawer called *Symbols*, and you can open this drawer by double-clicking it. In this drawer the symbols are grouped in new drawers. All the symbols have icons, and to move a symbol from the drawer on the symbols disk, point at it and hold the left mouse button down. Then, still holding the button down, move the icon to the window of the target disk. Release the button, and the symbol is read from the symbol disk.

You are then asked to insert the target disk in the drive, and the symbol is written to this disk.

Repeat this process for all the wanted symbols and backgrounds.

When assembling the script, read the symbols from the disk you have just created instead of using the symbol disks. Also save the script on this disk.

Using a hard drive

If you have a hard drive, you can install the program on the hard disk by running the program *Install_HardDisk*. Enter the name and directory of the hard disk you want Scala HT100 installed on, and press *Proceed*. When the installation is complete, remove the Scala disks and run the program directly from the hard disk.

When using a hard disk, you also avoid the disk-swapping problem, since Scala HT100 loads all the graphics directly from the hard disk.



CHAPTER TWO

Tutorial

This chapter contains a series of practical lessons using Scala HT100. The tutorial starts with the basic functions of Scala HT100, and gradually becomes more and more "advanced". Reading this chapter is the easiest way to learn how to use Scala HT100 and all its powerful functions. Good luck!

Introduction

In this tutorial we are going to add some titles and effects to the video from your summer holiday. We assume that you have a genlock, and that your equipment is connected in a way similar to the one described in chapter one.

Scala HT100 lets you put text and graphical objects (brushes) on background *pages*. The pages can be combined into a *script*. You can control the appearance of every line of text; typeface, size, colors and effects (like outline and shadow). You can also control how and when the text is displayed. Decide the pauses between the lines by specifying the number of seconds, or just click a mouse button to display the next line. The last option makes it easy for you to synchronize events in the script with events in the original video tape during recording.

Also between the pages of the script you can apply a wide variety of wipes, ranging from a simple cut or fade, to advanced fly-ons and continuous "credit scrolling". As with the text lines, you can set the pause between each frame to a specific number of seconds, or run the script interactively by clicking a mouse button.

It is important to remember that the genlock will replace the *background color* (often called "color zero") with the picture from the video tape. This is the left-most color in the colorbar just above the text menu, and everything drawn with this color will be transparent. When you make a new blank page, the background always is in this color.

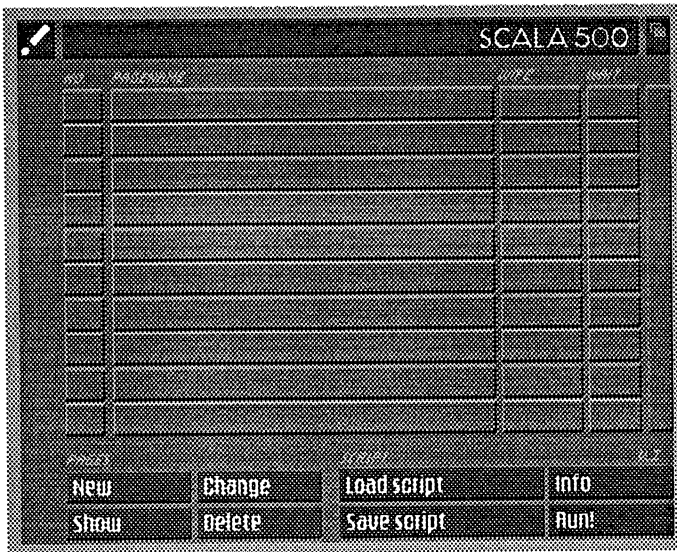
Lesson one

After this lesson you should be able to :

- Select font and color*
- Write text*
- Change the style of the text*
- Move the text*
- Select transitions and speeds*
- Save the script*

The main menu

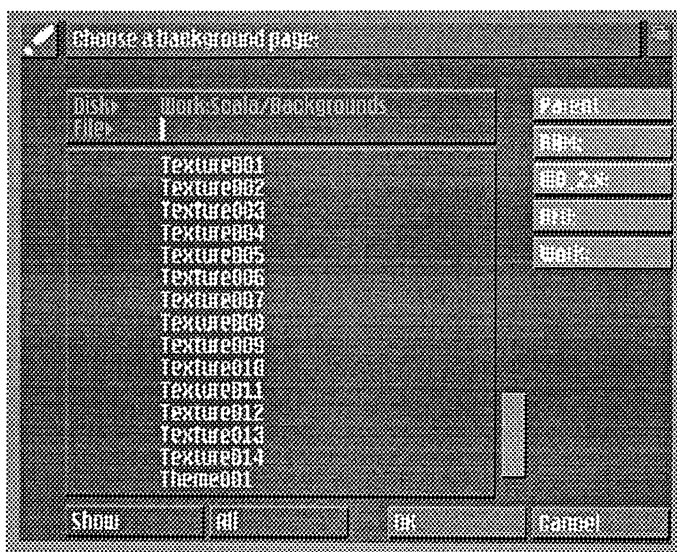
Start the program as described in chapter one. The main menu appears:



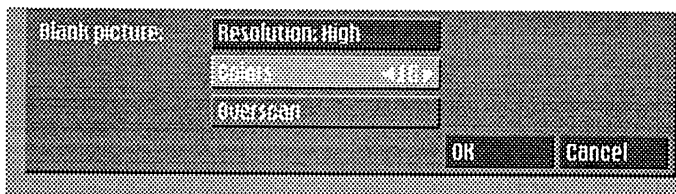
This menu contains a list of the pages in the script, and the buttons concerning scripts and pages.

Create a page

To create a page, you select *New* from the main menu, and the file menu will appear.



If you click OK (do it!) without selecting an IFF file to use as a background, a menu will appear, from which you can select resolution and the number of colors.



By pressing the buttons in the menu you can cycle through the available options.

Select

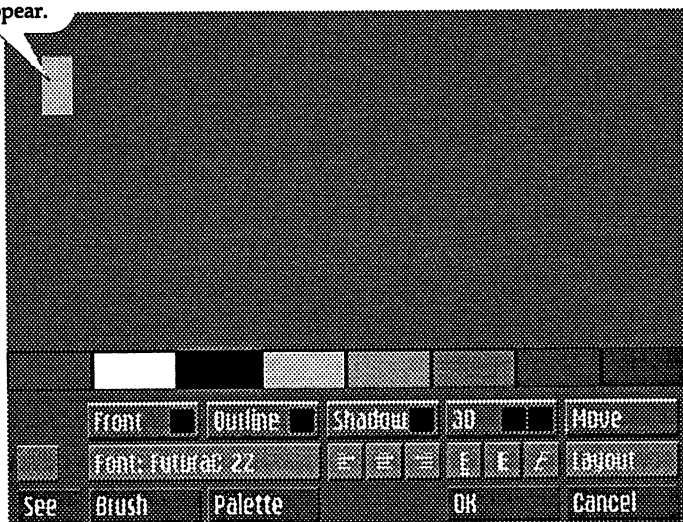
Resolution: High

Colors: 8

If you want to put text off the edge of the screen, you have to turn on *Overscan*. When this button is on, Scala HT100 uses the full width of the display.

When off, you are limited to the 640 pixel width of the standard Amiga high resolution screen. Press OK.

This is the cursor that shows where the next letter will appear.

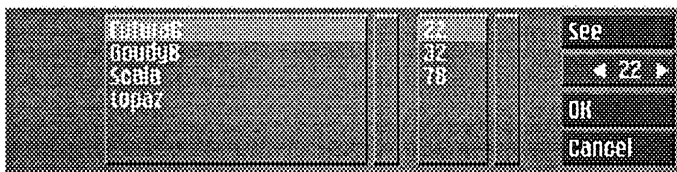


You now see the text menu and part of the background. In order to see the whole picture you press the right mouse button once. By pressing it once again the text menu reappears.

TUTORIAL

Select Typeface

On the text menu there is a button which shows the size and name of the font (typeface) currently in use, and to change the setting you press this button once. The font menu appears.



From this you can select which typeface you want to use. The available fonts are in the list to the left, and the sizes of the selected font are given to the right. First point at the desired font (GoudyB), and then at the size (48). If you want to check what the selected font looks like, you can press the See button. Confirm your choice with OK.

Write the Text

On the background picture there is a square which is the cursor. It shows where the next letter you write will appear. You can move the cursor anywhere on the page just by pointing at the desired location and clicking once on the left mouse button. Write

ARMCHAIR STUDIOS

(without pressing RETURN afterwards). If it turns out wrong, with the help of the arrow keys, you can move right and left, and the DEL key can be used to erase the letter where the cursor is. Scala always works in "Insert Mode". This means that when you

write a letter, it will be placed where the cursor was, and the rest of the line will be pushed to the right. The text is now in the top left-hand corner of the screen, and the cursor is to the right of the letter "S".

Keep on moving

To move a text you press the *Move*-button on the left side of the text menu. The menu disappears and you can now move a text line by pointing at it with the arrow and keeping the left mouse button pressed. The text will then lock onto the arrow, and you can move it wherever you wish. (Press *Escape* or the right mousebutton to abort.) Once in position you place the text by releasing the mouse button. Move the text "ARMCHAIR STUDIOS" so that it is a little above the middle of the screen.

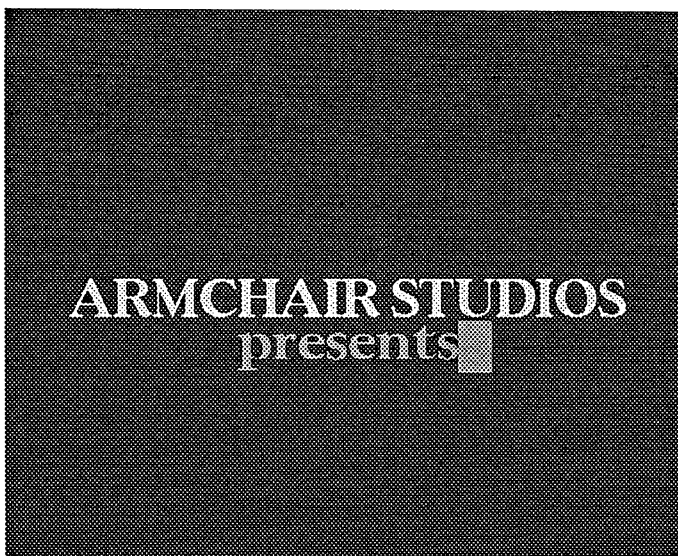
Automatic Justification of the Text

To centre the current line (the line where the text cursor is situated), you can select the centre justification symbol. There are three justification symbols in Scala HT100: left, centre and right justification.

You will find these just below the *Shadow* button. To turn on justification, you click at the symbol of the desired justification. If you want another kind of justification for a line you choose whichever is appropriate. To turn off a justification you click once more at it.

Turn on the centre justification. You will see that the line of text moves to the middle of the screen in a horizontal direction. If you try to move the line of text (try to!), you will find that you can move it up and down - but it is locked sideways!





Write Another Line

The cursor is now placed after the text "ARMCHAIR STUDIOS". Press the RETURN-key and the cursor will jump to the next line, and place itself in the middle of this (the centre justification is turned on). Now write

presents

"ARMCHAIR STUDIOS PRESENTS" is now written on the page, and the cursor appears after the "S". If you press the up-arrow on the keyboard once, the cursor will move to the previous line of the text. The down-arrow goes to the line below. You can also alternate between lines by simply clicking at them.



Change typeface

Move the cursor to the "PRESENTS"-line. Click the font selection button once, and change the font to FuturaC 78 in the font menu. When the text appears again, you notice that the typeface and size of the text on this line has just been altered. Also change the "presents" line to FuturaC 32, and move the text lines so they don't overlap.

Alter Color

When the cursor is on a line of text you can change the color, typeface and style by selecting buttons in the text menu. We are now going to change the color of "PRESENTS" to yellow. Ensure that the cursor is on the "PRESENTS" line. Click the yellow colored square in the color palette just above the text menu, and then

Front

Click here
to change
the front
color



Click
here to
activate
shadow

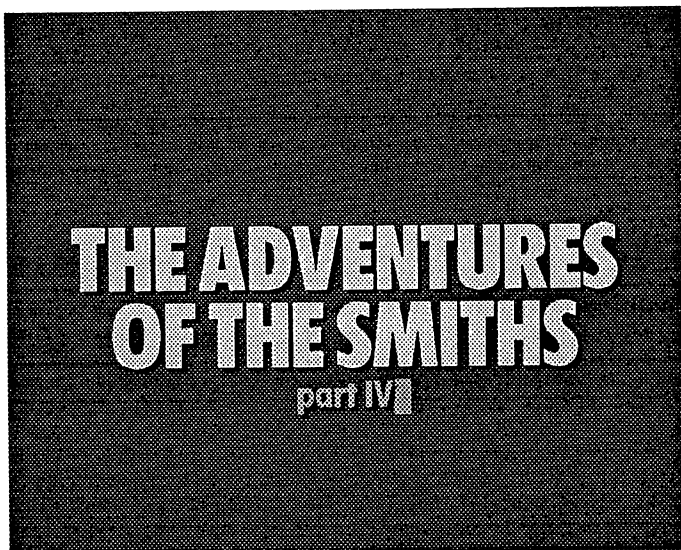
at the little colored square on the button marked "Front". The square will change to the new color and at the same time the text will change color. At the same time, turn on *Shadow* for that line. You can decide the color of the shadow in the same way as for the text. Do the same with "ARMCHAIR STUDIOS"

Shadow

...and here to
set shadow
color

Finish the First Picture

To save the picture, select **OK**. You will then be asked what the page is to be called. Scala will suggest the first line of the text as a name, and in this instance "ARMCHAIR STUDIOS" suits well. Select **OK**. Within a few seconds the main menu will appear, and you will find that the page you have just made is now number one in your script.



Next Picture

While we are doing so well, we may as well make another picture. Make another blank background just like you did before time. Write the following lines of white, centered text:

THE ADVENTURES
OF THE SMITHS
part IV

FuturaC 78
FuturaC 78
FuturaC 32

Save the page, and Scala HT100 will call it "THE ADVENTURES".

Run the Script

Once back to the main menu you can try to see what you have made. Select *Run!* to the bottom right. Page No.1 will appear first, and when you click the right mouse button No.2 will follow. The sequence

will then be repeated. But the transition between the pages was not very exciting. To alter the transition you click at the button behind the name of page No.1, which is in the column marked *Wipe*. A requester will appear from which you can select the type of transition and speed desired. Select the button with horizontal lines. If you now decide that you want the following pages to have the same kind of transition, you activate the button *To End* (the tick will appear). Confirm this choice with OK. Select *Run!* again.

Experiment!

You can now try various transitions, speeds and pauses. There are many different transitions to choose from, but not all of them are equally suitable in every context. When using a genlock to mix graphics and video, the fade in/out and superimpose transitions will not work properly due to the way a genlock works. These work best when using only graphics. You will no doubt find that some will become your "favourites".

Save the script

When you are satisfied with your script (or when you want to take a break) it is time to save it. Select *Save Script* from the main menu. The file menu will appear, and you can decide on a name for your manuscript and where to put it. Insert a blank, formatted disk in the internal disk drive, and click the "DF0:" button. Write "Tutorial.script" in the *File* field, and click OK. After storage you will return to the main menu. Terminate Scala by clicking the exclamation mark in the top left-hand corner.

Lesson two

After this lesson you should know how to

- Load a manuscript*
- Make changes to a page*
- Create text transitions*
- Adding blank pages*

Loading the script

Start Scala in the usual way. Load the manuscript you made in the previous lesson by selecting *Load Script* from the main menu. A file menu will appear where you can decide which manuscript you want to fetch. Insert the disk you used to save the script on and press the "df0:" button. When you have found the manuscript, "Tutorial.script" you select OK and within a few seconds the main menu will appear. Select *Run!* to ensure that the manuscript is as desired.

Adding blank pages

In your scripts it will often be necessary to separate pages containing text and graphics with blank pages. It is also an advantage to start and finish the script with a blank page, and we are now going to do this. Select *New*, and then click OK in the file menu without selecting a picture (just like before). When the text menu appears, select OK without writing anything first. Scala HT100 will suggest "Blank" as the name for this page, which is fine. Back in the main menu you move the blank page to the beginning of the script. This is done by pointing at the name of the picture, then pressing the left mouse button and dragging the page name up, still holding the left mouse button down. Release the



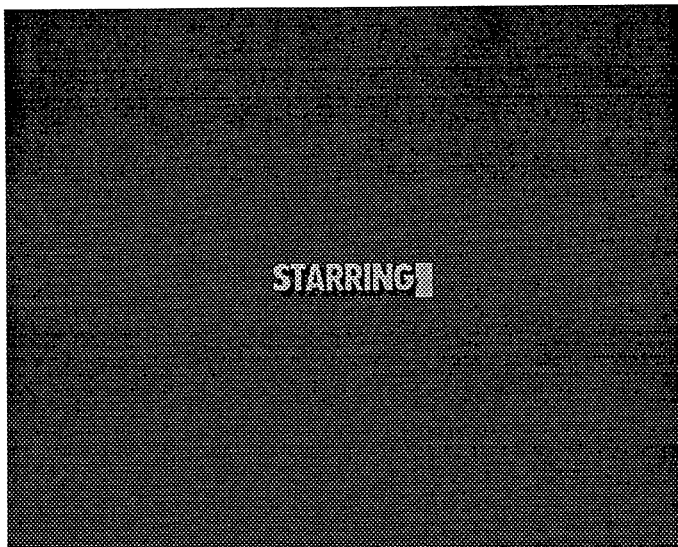
button when the page is at the desired location. Make another blank page and let it be number four.

Editing pages

To change the text on a page you select *Change* from the main menu. Then point at the page you wish to change; which is, in this case, picture No.2, called "ARMCHAIR STUDIOS". The page will appear. You can now, in the same way as last time, use the right mouse button to turn the text menu on and off. We wish to alter the bottom line to

proudly presents

Point at the first "P" in "PRESENTS". The cursor will appear on the "P", and you can write "proudly". Ensure that there is space between the words.



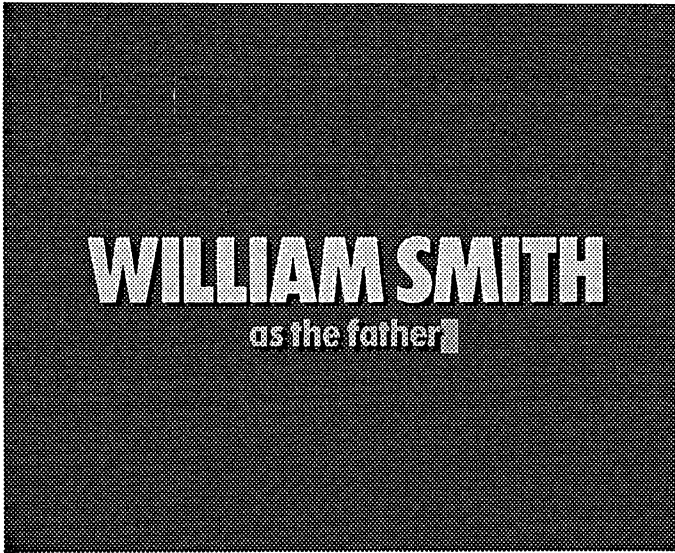
Should you also wish to alter other aspects of the page, e.g. move the lines, you can do this now (select Move). When you are ready, you select OK. The page is saved in the script, and unless you change its name, it will still be called "ARMCHAIR STUDIOS". Now try running the script again.

Adding more pages

Now we are going to produce five "starring..." pages in a row. From the main menu, select *New* to make a new page just like before. Use a 8-color high resolution screen, and type the following line

starring *FuturaC 32, yellow with shadow*

This line should be centered. When you select OK, you select *Save and new* after giving the page a name (don't press return!). Then Scala will save the page



and make a new one with the same background and fonts as before. The new picture will have an "empty" text line identical to the line on the previous page. Write

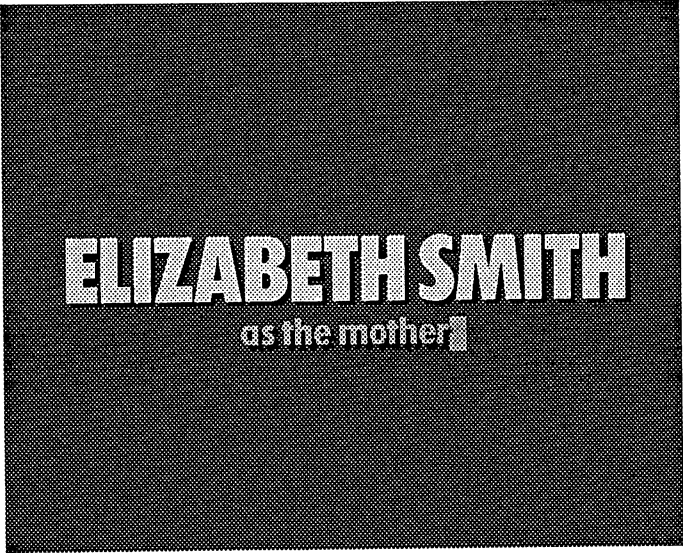
WILLIAM SMITH
as the father

FuturaC 78, white
FuturaC 32, yellow

Then, select *OK* and *Save and New* to make a new page. Write the following (without concerning yourself about fonts, colors and sizes):

ELIZABETH SMITH
as the mother

You will notice that Scala automatically changes the font sizes and colors to the ones used on the previ-



ELIZABETH SMITH
as the mother

ous page. This facility can be used to produce a series of similar pages, without having to set the resolution, colors, fonts, sizes etc. every time.

If you select *Save and new* again, you can make more pages in the same way:

HARRY SMITH
as the son

WENDY SMITH
as the daughter

TRIXIE
as the dog

just like on the next page of the manual.

HARRY SMITH

as the son

GINA SMITH

as the daughter

TRIXIE

as the dog

Moving a page

Now you are back in the main menu. Try to run the script! We wish to have the page "Elizabeth Smith" before "William Smith" in the manuscript, and to move it you simply do the following:

- Point at the name and keep the left mouse button pressed.
- Move the arrow up to the desired line of the manuscript (the name will follow), and release the mouse button.

The "Elizabeth Smith" page is now number 6! Give the manuscript another trial run.

Text Transitions

Select *Change* and click at picture No.3, which is called "The Adventures". When the picture appears, place the cursor on the "part IV" line of text and then select the square button to the far left of the text menu.

The menu which then appears enables you to decide how the active line of text should appear on the screen. Select the transition that is indicated by an arrow pointing upwards. You can also select a speed from 1 (slow) to 10 (fast), and the pause (in seconds). Click OK.

When the text menu appears you select *See*. You will notice that the line now has its own transition. Save the picture. Now try to run the manuscript. Experiment with other kinds of transitions and use your imagination freely!

Click here
to select
text
transition



LESSON THREE

After this lesson you should know how to

Use the Layout Menu
Add brushes
Change the palette

The Layout menu

Now we will investigate the layout menu a bit closer. First, move the cursor to the first line in the "THE ADVENTURES" picture. Activate outline, italic, bold and underline in the text menu, and then click the button named *Layout*. The Layout menu appears.

To the left you can select which direction you want the 3D and shadow effect to face on the current line of text. The set of arrows works for both shadow and 3D, and you select which by toggling the button below, named *Shadow* or *3D*. The name of the button indicates which setting the arrows affect.

In the middle of the Layout menu there is a list of buttons. You can use the slide control to the left of it to move the list up or down. Here is a brief summary of the functions. Try to change these values, and see what happens to the current text line. In this menu you can use the up/down arrows on the keyboard to move between the lines.

Character spacing

The number of points between characters.

Outline Size

How thick do you want the character outlines to be?

Remap

If you load brushes that has been made using another color palette than the one currently in use, scala HT100 can automatically adjust the colors to match the new palette. "0" means no remapping, and "1" means remapping. This choice is also useful if you use colorfonts (like "Kara Fonts"). These fonts use more than one color to simulate gold, wood and stone etc.

Shadow length

The number of points between the original text and its shadow.

Underline position

With this button you can move the position of the underline (when activated).

Underline size

How many points wide should the underline be?

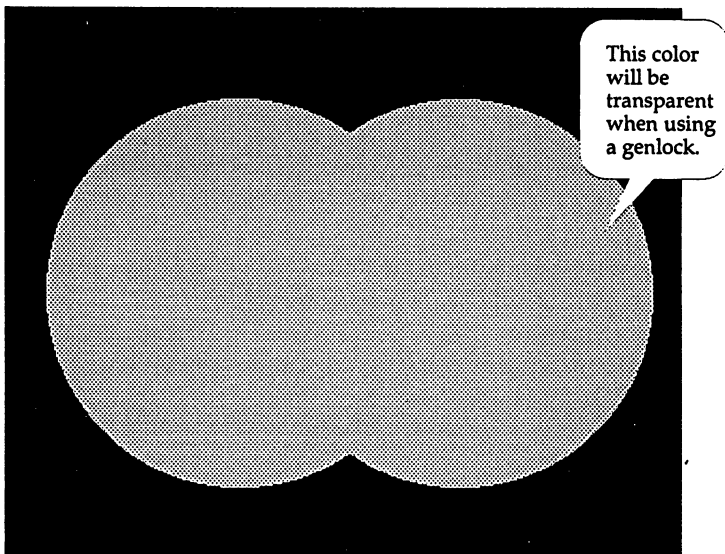
3D length

How "deep" do you want the 3D letters to be?

Experiment with these settings until you feel that you know the possibilities Scala gives you to customize the appearance of the text. When finished, turn off all effects except *Shadow*

Changing the palette

Now we want to change the palette of the page



called "ARMCHAIR STUDIOS". Click the Palette button. Now we want to make the yellow color a bit "colder". Click the yellow square in the color palette, and the sliders change to the settings of that color. Now you can move the sliders right or left to change the setting for the red, green and blue component of the color. Exit the color menu and save the page.

Loading graphics

Now we want to add three "special effects" to the video these are: a frame that looks like viewing through binoculars, some "sleeping zzz's" and a speech bubble with text.

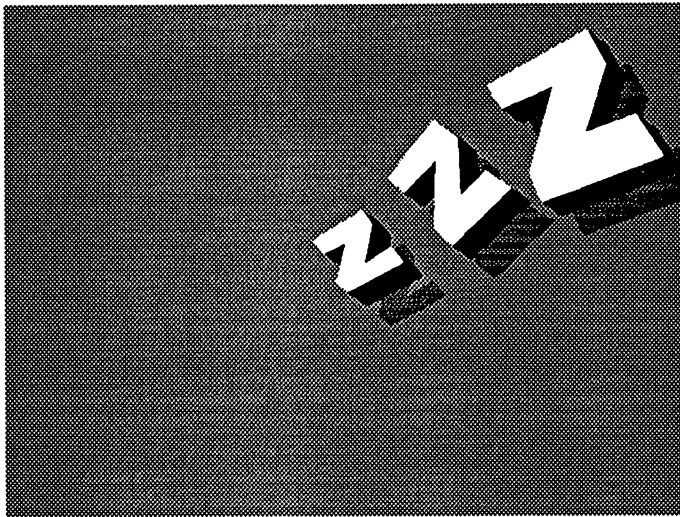
Binoculars

On symbol disk two there is a background called "binoculars2". Select *New Page* from the main menu.

and select this background. It is a blue page with two overlapping circles filled with the background color, which is the color that will be transparent when using the genlock. Save the page, and add a blank page after it. Run the script!

Adding a brush

Now we want to load a brush (graphic symbol) with "zzzz" and add it to a scene showing a sleeping person. First, create a new page. Then, select *Brush* from the text menu. This choice brings you a file menu where you can select which symbol you want to load. Insert symbol disk one and select "Comics/ZZZ_big".



Now you have a graphic object on the screen, which can be moved about just like the text lines. If you now want to decide the exact position of the z's, you

must wind the source video player (camcorder?) to the scene where this effect is to be added. Then you start playback, and move the object to the best position while the graphics is mixed with the video. This is only possible when you use a genlock.

Save the page, and also make a blank page to separate it from the next one. When you run the script, you must insert symbol disk two before the binocular page is displayed, and disk one before the ZZZ's. This can be avoided by copying these objects to a blank disk like described in the first chapter.



Putting text in speech bubbles

What about adding a cartoon style "speech bubble"? Make a new page, and load the brush called "Bubble1BigLeft". Place it somewhere on the screen.

When you want to put text inside a speech bubble, you have to first write the text somewhere else on



the screen, and then move it. You won't be able to place the cursor on the brush - the only thing that happens is that the brush is *selected* (indicated by dotted a border).

Therefore, you have to write the text (like "WOW!"), somewhere else, and then select *move* to put it inside the bubble. Do it, and save the page. Add a blank page also this time.



"Credit Scroll"

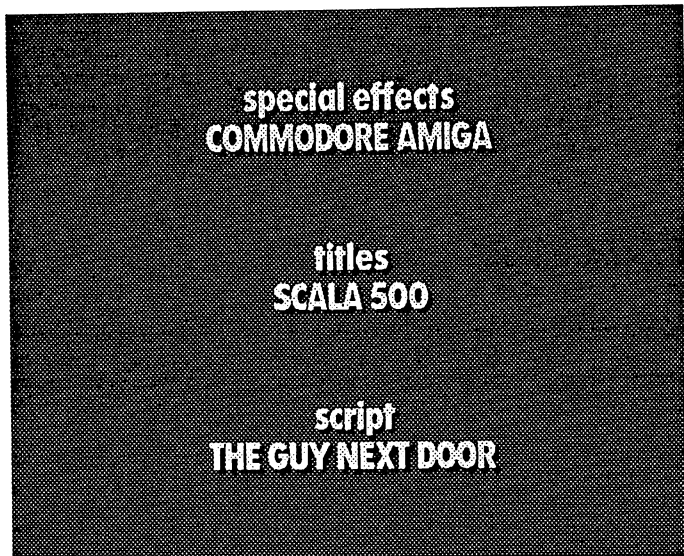
Scala can produce smooth, continuous scrolling of pages without interruption. To achieve this you have to select a picture transition that looks like the one to the left. But first we have to create the two pages that the credit scroll will consist of. Make a new page and write (like above):

director
SPIELEN STEVEBERG

music
THE HAPPY SINGERS

photography
UNCLE VERNON

use centered FuturaC 32 with black shadow.



Use the *Save and new* function to create another page, with the following text:

special effects
COMMODORE AMIGA

titles
Scala HT100

photography
THE GUY NEXT DOOR

When you have finished the page, add a blank page before and after these two. Set the wipe for the three last pages to an upwards continuous scroll. Use the *To End* feature in the wipe menu to set the wipe for all the following pages.



Continue!

We have barely scartched the surface of Scala HT100 in this tutorial. Now that you have become confident with the basic principes of the system, you can go on experimenting by yourself until you feel that you know Scala inside & out. It won't take very long, because the intuitive design and the comprehensive reference section of this manual will make life easy. Enjoy!



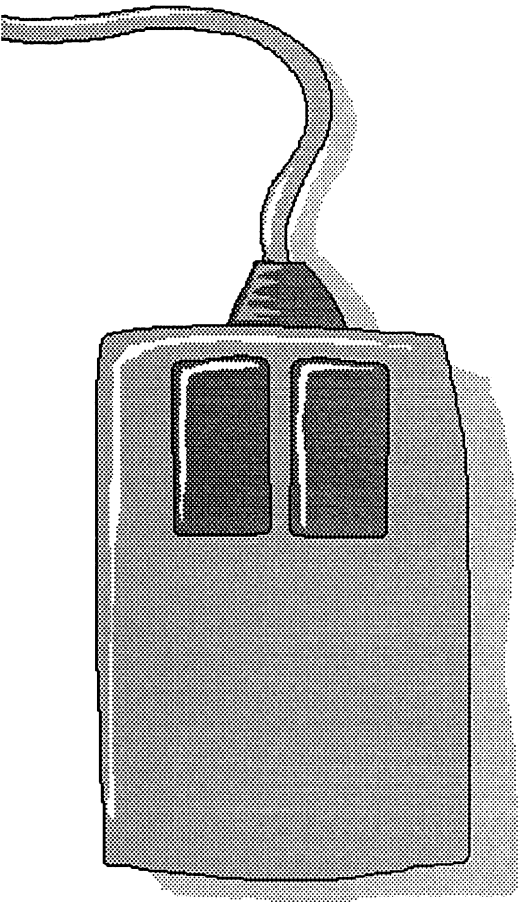
CHAPTER THREE

Reference

The Commodore Amiga computer has a well developed graphic user interface, and Scala HT100 uses this concept to the full. Some of these elements appear continuously throughout the program. We are now going to take a look at these elements and all the menus and functions of Scala HT100.

THE MOUSE

The Amiga computer and Scala HT100 are mainly controlled with the mouse. This is the little "creature" with two buttons and a long lead connected to the Amiga. A pointer on the screen can be moved by sliding the mouse across the table. The mouse has two buttons:



Left Mouse Button

This is used to select symbols, buttons and texts on the screen. We can name this the "select"-button.

Right Mouse Button

is used in Scala to turn the text menu on and off. Press the button once to turn off the text menu, press it again and the text menu reappears.

While running your presentation you may also use the mouse as a remote control, quite similar to the way a slide projector works. The right button advances to the next picture, while the left one takes you to the previous picture.

THE KEYBOARD

Even if the mouse and the menus makes Scala quick to learn and simple to use, some functions may be more convenient to execute directly from the keyboard. The top row of your keyboard consists of 10 function keys named F1 through F10. In addition to these a number of "Amiga-key combinations" are available. The keyboard has two Amiga keys, one on each side of the spacebar. Certain functions may be performed by pressing the right Amiga key in combination with another key. When the manual says

A + u Underline on/off

it means that if you hold down the right **A** key, and then press **b**, the line you are currently editing will be underlined. You will find all the available keyboard shortcuts on The Quick reference card at the end of the manual, and in appendix C.



A final keyword

The Escape key is situated at the top left corner of the keyboard. Use this key to stop the script and return to the menu. This key also serves as "No" or "Cancel" when Scala displays a message and wants you to respond before proceeding. The RETURN key (large key with an angled arrow pointing down and left) is equivalent with YES or OK.



Menus

Scala HT100 has three main menus. These are the Main Menu, the File Menu and the Text Menu. These will be discussed in more detail later in this chapter. When Scala needs a decision from you, additional menus appear which you must answer in order to proceed in the program.

Menus and message boxes contain some common elements. These are:

Buttons

A "button" is a square area on the screen which looks as though it can be "depressed". You press these buttons by moving the arrow within the square and pressing the left mouse button once. The buttons are used to turn things on and off or to start a process.

On/Off Buttons

If you for instance want to select a shadowed text from the text menu you press the shadow button. This will then remain "in" (shadow is turned on). Scala illustrates that a choice is "turned on" in two different ways. Either the button is drawn to look as though it is "in" or a small tick will appear on the button. When you press these buttons they will alternate between on and off.

Close Workbench ✓

Action Buttons

Other buttons start a process. If you for example press the transition button for a picture from the main menu, a menu with the various forms of tran-

sitions available will appear. Examples of this kind of button are the OK and Cancel buttons.

Load script

OK/Cancel

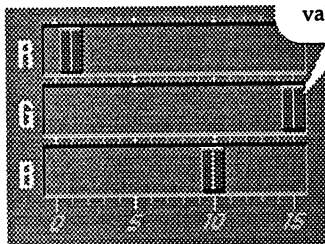
You will generally find these buttons in the menus. By using these you can either confirm that the settings you have made in the menu apply (OK), or you can use Cancel to cancel the process, and retain the old values you were working with.

OK

Cancel

Slide Controls

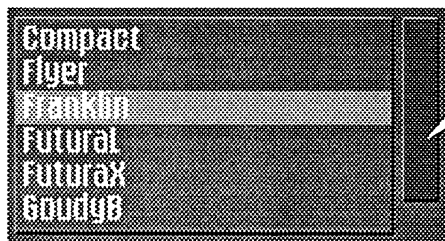
In order to get the right colour or leaf through lists (see next paragraph) you use the slide control which is the same as the kind you may find on your stereo. This consists of a lever which can be moved horizontally or vertically. You point at the button, keep the left mouse button depressed and pull it back and forth. In the palette menu there are three such buttons, one for each of the colours red, green, and blue.



Drag this button right or left to change the value!

Lists

When selecting a picture or a font, a list will appear for you to leaf through. In order to look through this list you use a



Use this button to move up and down in the list

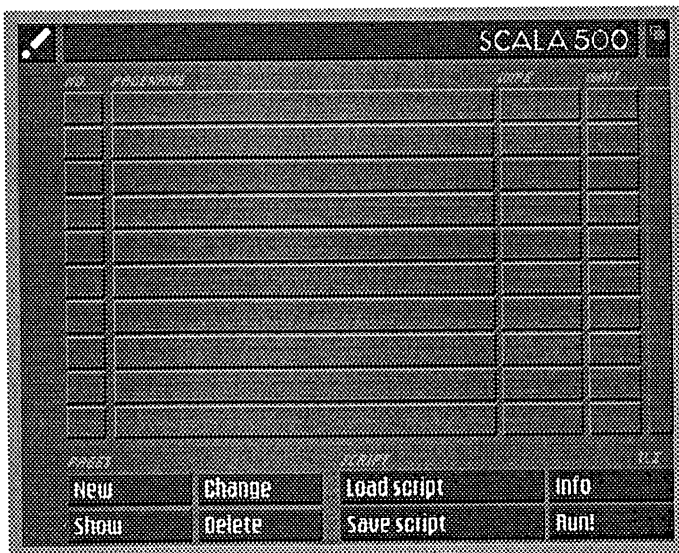
slightly special slide control. The size of the button changes according to how much of the list shows on the screen. If only half the list shows, the slide control will be half as long as the list. And if all the list is showing there is no point in leafing up or down, the slide control is then inactive.

Text Field

When Scala HT100 needs you to write a text in one of the menus, like giving a picture or script a name, you will be asked to write the name in a rectangular field. Type in the name using the keyboard. You can use the DEL or backspace key to delete characters, and the left/right arrow keys to move the cursor. Pressing the *RETURN* key in a text field usually acts like *OK*.

THE MAIN MENU

This menu is the first to appear when you load Scala. This menu shows a list of the pages in the manuscript, with the transitions, speed and pauses to go with it.



Pages

When you create new pages, these will appear in the list on the screen. There is room for 10 pages at once, and if there are more than 10 pages in the manuscript you must use the slide control on the right-hand side of the screen and leaf up and down in the list.

A line of the manuscript may for example look like this:



Page Number

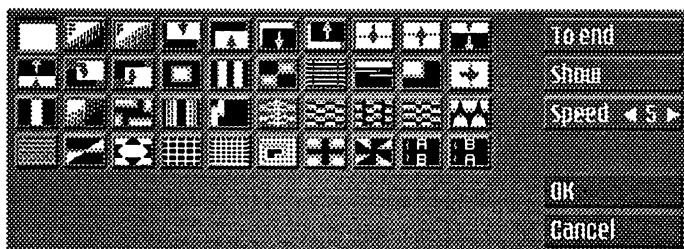
The pages number is situated to the left. These start at 1 and increase. If you have, say, 24 pages in the manuscript, the last page will be number 24.

Page Name

The pages name is situated after the number. When storing a page, Scala will suggest the first line of text as the page name, but you can alter this according to your wishes. Naturally, it pays to give the pages names which describe the contents of the page as well as possible, making it simpler to go back to the correct page when editing etc.

Wipes

Information about the type of transition and the speed with which this should occur, is displayed on a button to the right of the page name. When you select this symbol, the following menu appears:

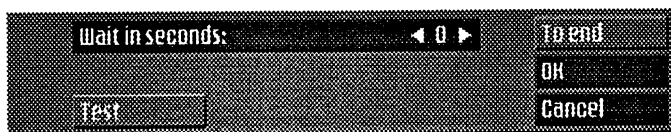


This menu shows the available transitions. To select one of these you click at the button representing the

desired transition. The speed of the transition can be chosen on the right-hand side. 10 is the fastest, while 1 is slowest. In the top left-hand corner there is a button marked "To end". If this is turned on (indicated by a tick), this type of transition and speed will be applied to all the following pages in this manuscript. To employ the new settings you select OK, while Cancel allows you to return to the main menu without changes.

Wait

This command enables you to select the length of pause (measured in seconds) between each page.



Use the left/right arrow button to make longer or shorter pauses. If you go all the way down to zero, the next page will follow immediately. If you try to decrease the value even further, a small mouse symbol will appear. This means that the next page will not appear until you press the left mouse button.

Moving Pages within the Manuscript

In order to move a page up or down in a manuscript, you simply point at the page name and keep the left mouse button depressed. While keeping the mouse button down, you can move the page up or down the list, and place it in its new position by releasing the mouse button. To move a page off the visible part of the script, you may have to repeat this process several times.

Pages

Below the manuscript listing on the left-hand side, there is a set of commands which apply to pages :

PAGES

New	Change
See	Delete

New



This choice enables you to create a new blank page or load a background picture. The file menu will appear, and from this you can select which picture you want to load. If you press OK without selecting a picture file, you will be asked to enter the resolution and the number of colors of a blank page. Then the text menu will appear.

See

Should you not wish to run the whole manuscript, but only want to show a few pages, the function *See* is very useful. You will then be asked to select the first and last page in the part of the script you wish to see. Scala HT100 will then show the selected pictures, and employ the transitions and pauses decided in the script.

Change

Should you wish to edit a page, you can select *Change*, and then point at the page you wish to edit. The text menu and the selected page will appear.

Delete

In order to delete one or more pages from the manuscript you select *Delete*. You will then be

asked to point at the first, and then the last page you wish to delete from the manuscript. Scala will ask if you are sure you want to delete these pages, and if you answer *OK* the pages will disappear from the script (not from your hard disk or diskette!). In order to cancel the operation you can alternatively select *Cancel*.

The Script

To the right of the picture commands you will find commands which apply to the whole presentation. These are:

SCRIPT

Load script	Info
Save script	Run!

Load script

To read in a script from a diskette or a hard disk, you select *Load Script*. The file menu will then appear requesting you to select a script. Click at the name of the script and then *OK*. After loading you will return to the main menu. If you already have a script in memory, you will be asked if you want to add the new script to the old one.



Save script

This command saves the script. Insert the disk you want to save the script on. If you use the internal disk drive, click the *DF0* button in the file menu. Then you can write the name of the script, or simply click on the name of a previously saved script if you want to replace it. When the script is saved you will return to the main menu.





Run!

When you want to run your script, you select (of course) Run! The pictures in the script will be shown, and the transitions and pauses you have decided on will be employed.

Info

Shows information about who-is-who in the Scala developer team, and information about your computer, such as available memory and the amount of free space on diskettes and hard disks. The Amiga memory is divided in two: CHIP and FAST. Graphics must be stored in CHIP memory, so if this number is small, you may run into problems.

This screen also contains three buttons: *Close Workbench*, *Close Scala HT100* and *Genlock Mode*

Close Workbench

This button lets you turn on and off the Amiga Workbench screen. Closing the workbench will save some memory, so this button should always be on (which means that the workbench is closed) if you only have one megabyte of memory.

Close Scala HT100

If this button is turned on, the Scala HT100 program is removed from memory when the script is running. This frees a lot of memory, but you have to insert the program disk after running the script.

Genlock mode

When you use a genlock, the Scala HT100 menus will normally be transparent and a bit difficult to use. To avoid this we have included the button Genlock Mode, which makes the menus solid.

Quit Scala HT100



The exclamation mark in the top left-hand corner of the screen should be used to terminate the program or clear the script currently in memory. If you select Clear, you will return to the main menu with a blank script, while Quit ends your session

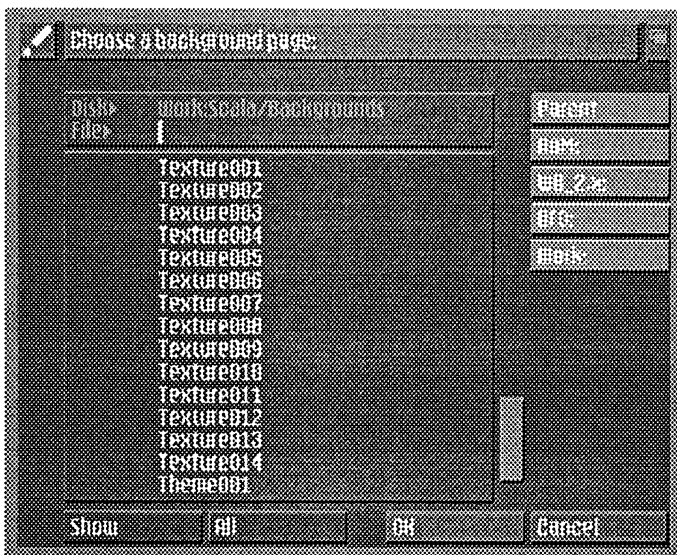


Scala multitasking

As all well-behaved Amiga programs, Scala can run simultaneous with other application. In the top right corner of the screen you find the front/back button. When you click this button, the Scala screen will move to the back, and the screen behind will appear, e.g. the Workbench screen. Most Amiga programs have a similar button, and you can use it to cycle through all the available screens. If nothing happens when you press the front/back button, the Scala screen is the only one.

The File menu

When loading something from or saving something (e.g. a script) on a diskette or hard disk, a menu will appear, from now on called the "file menu". It looks like this:



At the top of the screen Scala HT100 tells you what you should, choose, eg. a picture, a brush or a script. In the middle of the screen there is a large frame which contains a list of the files and directories. To the right there are buttons for selecting the available disks. Near the top you find the field with "Disk" and "File". This shows which disk you are on and which file you have chosen.



Disk

Here you see the name of the disk and directory you are currently displaying the contents of. To decide which disk to load from or save to, you can click on one of the buttons on the right side of the screen.

File

When you select a file, the name will appear after the word *file*. You can also write the name yourself, in the same way as when selecting a disk. If you choose more than one file by pressing the SHIFT key while you select various files, the number of files you have selected will appear instead.

File List

The large space in the middle of the screen is called the file list, and this contains a list of all the files and subdirectories in the directory you are now in. By directory we mean part of a diskette or a hard disk which has been given a name. For example, you can have an directory named "Pictures" which contains pictures. Please refer to the Amiga user manuals for a description on how to create directories.

To enter a directory you only have to point at the directory name, and you will receive a new list with the files in this directory. To exit from the directory you select *Parent* at the top of the device list. If a device contains more files than can be showed at one time, you must leaf up or down the list to find the file you want.

Select a File

To select a file you only need to point at it, and press the left mouse button. The name on the file change colour. At the same time the name will appear in the space, "File", above.

Select More than one File

You can load a number of files at the same time, and to do this you only have to keep the SHIFT key pressed when choosing the files. The files you select will then be marked (the colour of the letters will change), and the number of chosen files will appear in the space, "File".

All

A rectangular button with a dark, textured background and the word "All" in white, bold, sans-serif font.

To select all the files in the list, you press the button marked *All*. All the names will then be marked, and the number of files will appear after "File".

Show

A rectangular button with a dark, textured background and the word "Show" in white, bold, sans-serif font.

In order to check that you are loading the correct picture or script, you can select the *Show* button in the bottom left corner. At any time, this button can be used to view scripts or pictures.

A rectangular button with a dark, textured background and the word "OK" in white, bold, sans-serif font.

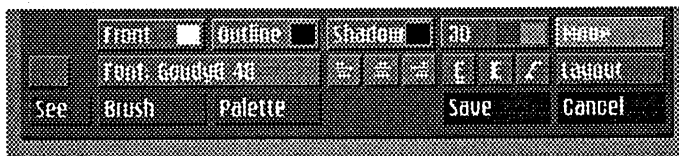
OK

When you have finished selecting files, you must select *OK* to start saving or loading. *Cancel* aborts the process.

A rectangular button with a dark, textured background and the word "Cancel" in white, bold, sans-serif font.

The Text menu

This menu contains all the functions relevant to the texting of pages, such as colors, justifications and textline transitions. The text menu covers the bottom of the picture, but can be but away at any time by pressing the right mouse button once. Press the right mouse button once more to get it back.



How does Scala handle text?

The text menu in Scala works as a kind of "graphic word processor". In the same way as with a normal word processor you can edit, insert and move text. There are, however, some major differences which it is important to mention.

When texting a picture you usually want more control over each line of text than when using a word processor. Therefore Scala deals with each line separately, but there are ways in which to deal with a number of lines at the same time.

Writing a Text

To write a text in Scala you move the pointer to a location on the page and press the left mouse button once. A *cursor* will then appear. The cursor is a square which depicts where the next letter will be written. When you press a key on the keyboard, the letter appears where the cursor was, and the cursor then moves one position to the right. When you

have written a line, you can, in the same way as with a word-processor program, press the RETURN key to move onto the next line.

Lines

Scala treats each line of text as a unit. Settings, such as colors, typefaces, size, italicization, transitions etc. are selected for each line. If you change the color of the text when the cursor is in the middle of a line, the whole line will change color.

Multiple Selection

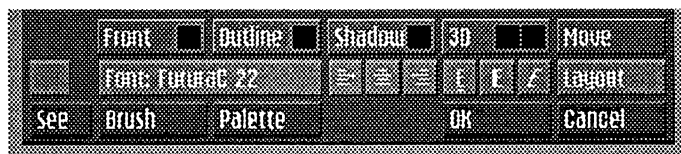
When you want to change more than one line of text, at the same time, you can mark these lines by using a "rubber band". First move the pointer to the left and above the text you want to change, keep the left mouse button depressed and move the arrow down towards the right corner. All the lines touched by the square will be effected by the changes you carry out. Remember that Scala treats the whole line as one object, so you will not be able to change the colour of half a line in this way. To get rid of the square you simply have to click the picture once. The square can also be used for deleting a number of lines at once. Press the DEL-key, and the marked lines will disappear.

Keyboard Commands

The experienced Scala-user will probably wish to have the opportunity to select functions directly from the keyboard. This is therefore a natural part of the program, and in this reference the keyboard

commands are found in the margin where applicable. A complete list of these are found in appendix A.

Below is an explanation of the symbols in the text menu. The various sub-menus, such as the colour palette and Layout Menu, are explained at the end of this section.



Front

This button selects the front color of the letters. To choose a color you first click at the color you want (from the palette just above the text menu), and then at the small colored square in the button. The line where the cursor is will then change color.

Outline

This button decides whether or not the letter should have an outline, and if so, which color it should be. To turn on outline, you click the *Outline* button once (not the colored square), and the outline will be turned on. If the cursor is in a line of text, the whole line will be outlined. To turn it off you give one more click. The color is selected by clicking at the desired color in the palette, and then in the colored square, in exactly the same way as we did when we selected the front color.

Shadow

This button decides whether or not the letter should have a shadow, and which color the shadow should be. Both activation and choice of color are controlled in the same way as for outline.

3D

This button decides whether the letter should have a 3-dimensional appearance. This is done by drawing the letter in a special way with two colors, one on each side. You should select two colors of the same shade, but where one is a little darker than the other. A very stylish effect, but when used wrongly can be a bit difficult to read.

Layout

This choice gives you a menu which lets you decide the parameters which apply to margins, tabulators, line splitting, shadows etc. See *Layout Menu*.

Palette

This gives you the opportunity to change the pictures colours. See *Palette*.

Brush

You can load graphic images and treat them in a way quite similar to the text. You can move it freely around, add shadow, outline etc. If it is a single-color symbol you can also select front color.

To create your own brushes, you can use any Amiga paint program that can save a part of the screen as a brush (like Deluxe Paint).

Move

To move text and brushes, select *Move*. You can then move an object by pointing at it and pressing the left mouse button. Drag it to the desired position and release the button.

If you want to move an object only in the horizontal direction, hold down the *SHIFT* button. The *Alt* button lets you only move objects up and down.

OK

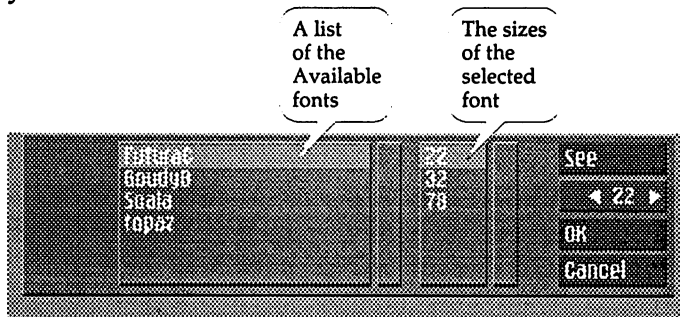
When you have finished a page you simply select *OK*. You will then be asked what the page is to be called, and Scala will suggest the first line of text as the name. Should you not wish to use this name, you can simply erase it and write another.

Cancel

If you do not want to save the page, select *Cancel*.

The Font menu

This menu appears when you select *Font* from the Text Menu. You can now decide which kind of font you want to use.



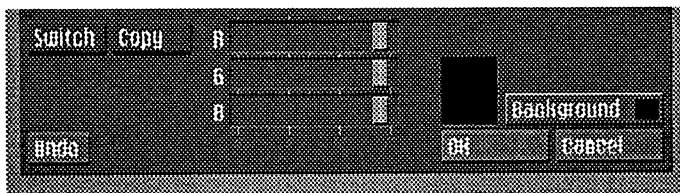
On the left you have a list of all the available type-faces, and to the right you can see which sizes the selected font comes in. You can leaf up or down in both lists to find a font and size you like.

If you use Workbench 2.0, you can modify the selected size of the font in one point increments.

Select *See* to view the chosen font. To employ the new font you choose *OK*, while *Cancel* will terminate the change.

The Color menu

This menu appears when you select *Palette* from the Text Menu. Use this to change the colors of the page.



The pages can have from 2 to 64 colors available, depending on the resolution. High resolution images (640 pixels wide) may have up to 8 available colors. These 8 colors can be selected from all the 4096 colors available on the Amiga. A color consists of a red, green and blue component (RGB), and each of these three components may have sixteen different intensities. If all three are zero, the color is black, and if all three are 15, you get white. To change a color you first point at the desired color in the palette above, or by clicking at a place in the actual picture which has that color. The three sliders in the middle of the menu will then change according to the values of the selected color, and you can alter the color by using these sliders.

Copy

This choice copies a color from one area of the palette to another. Click first at the original color, then at *Copy*, and finally at the place in the palette you wish to copy the color to.

Background

By first selecting a color in the palette, and then clicking at the *Background* button, you may change the color of the entire background. Please remember that it is the color on the far left side of the color menu that will be transparent when using a gen-lock, and filling the screen with another color will result in a colored square in the middle, with a transparent border around the edges. To avoid the transparent edge, activate *Overscan* in the *New page* menu when making a new blank background page.

Switch

This choice swaps two colors in the palette with each other. First click at one of the colors, then at *Switch...*, and then at the other color.

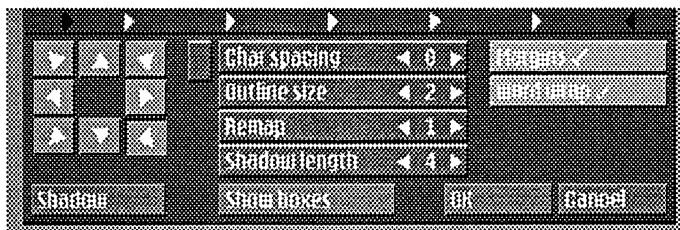
Undo

Should you regret what you have done, you can select *Undo*. The palette will then change back to the way it was originally.

To use the new palette you select *OK*, while *Cancel* exits the menu and resets the palette to its original state.

THE LAYOUT MENU

To make this appear, you select *Layout* in the Text Menu. The Layout Menu is depicted below:



Margins

At the top of the menu there is a field as wide as the screen, containing a row of black and white triangles. The black triangles represent the margins of the page, while the white ones are the tabulators. In order to move a margin or a tabulator, you point at the symbol, keep the left mouse button depressed and move it to where you want it.

Shadow/3D Direction

To the left you can select which direction you want the shadow or 3D effect to face on the active lines of text. You alternate between shadow and 3D by pressing the button at the bottom.

In the middle of the screen there is a list of parameters you can set. Use the slide control to the left of the list to leaf up and down, and the number after the parameter name is increased or decreased by using the arrows. The choices are as follows: (next page)

Char. spacing The distance between characters.

Outline size The width of the outline, also measured in points.

Remap If you load brushes that use another color palette than the one currently in use, scala HT100 can automatically remap the colors to match the new palette. "1" means remapping.

Shadow length The number of points between the original text and its shadow.

Underline pos. With this button you can move the position of the underline.

Underline size How wide should the underline be?

3D length The length of the 3D effect.

Margins

This is where you turn the margin settings on and off. When on, a tickmark is shown on the button.

Show boxes

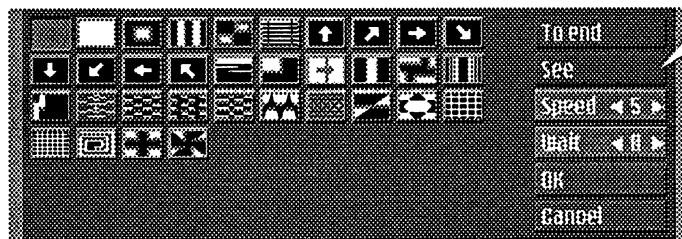
Turns on/off help boxes around text and graphic objects. The boxes are not visible when you run the script.

Word Wrap

Do you want Scala to split the lines where necessary? When you write or import text, the cursor will automatically jump one line down when the cursor goes past the right margin. The word currently be-

Text Wipe menu

This menu enables you to decide how a line of text or a brush should appear on the page. If you select no transition (the button in the top left corner), the text will be written on the page before the page is displayed. The other transitions will take place when the page is displayed.



To select a transition you simply press the button representing it. The type of transition for other lines of text can be set by using the up/down arrow keys on the keyboard. The cursor will then move to the previous or the following line. Text and symbols will appear in the order they were written.

To End

If you wish all the following lines of text on this page to use the same kind of transition you click on *To End*.

Speed

The speed of the transition can be regulated by selecting *Speed*. Set the speed by using the arrows; 10 is the fastest and 1 is the slowest.

Wait

The pause from the previous transition to this one.

APPENDIXES

A Keyboard Shortcuts

B Symbols

C Fonts

D Error messages

Many functions in Scala HT100 can be performed by using the keyboard. Here is a list of keyboard equivalents. The **A** key is the "right Amiga-key", just to the right of the spacebar, marked with the letter **A**. Hold down this key and press the indicated letter to execute the command.

Messages

ESC, n	No or Cancel
RETURN, y	Yes or OK

Main menu

A + q:	Clear/Quit
A + n:	New page
A + m:	New script
A + r:	Run script
A + l:	Load script
A + s:	Save script

Text menu

A + e	Load symbol
A + k	Converts upper case letters to lower case and vice versa.
F3	Saves the page and makes a new page with the same background picture.
F10	Redraws the text
A + DEL	Clears the page
A + -	Selects justification: free, left, center and right.
Alt + left	Moves the cursor one word left.
Alt + right	Moves the cursor one word right.

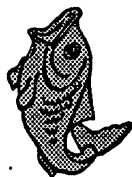
KEYBOARD SHORTCUTS

F1, F2	Go to previous page / next page.
Shift DEL	Deletes the line from cursor position to end of line.
Shift BACKSP	Deletes the line from the start of the line to the cursor position.
A + x	Deletes the line and puts it in the paste buffer.
A + c	Copies the line to the paste buffer.
A + p	Copies the paste buffer to the current line.
A + b	Bold on/off.
A + i	Italic on/off.
A + u	Underline on/off.
A + o	Outline on/off.
A + w	Shadow on/off.
A + 3	3D on/off.
A + v	Views the current picture and its text transitions.
A + s	The save menu
A + a	Copies attributes
A + g	Gives attributes to the current line.
A + m	Equivalent with the <i>Move</i> command in the text menu.
Ctrl+right arrow	Increase the character spacing on the current line.
Ctrl+left arrow	Decrease the character spacing on the current line.
Backslash	Manual kerning.

SYMBOLS



Animals/Fish1



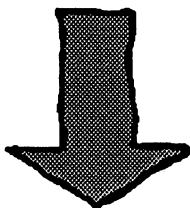
Animals/Fish2



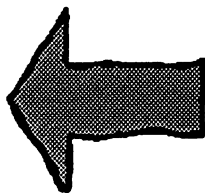
Animals/Shark



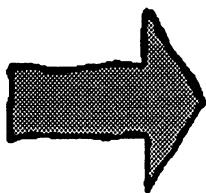
Animals/SharkSmall



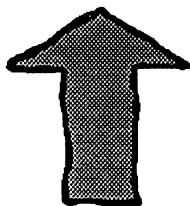
Symbols/ Arrow1Down



Symbols/ Arrow1Down

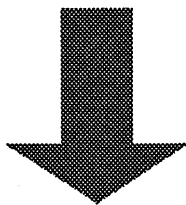


Symbols/ Arrow1Right

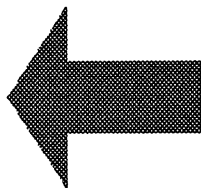


Symbols/ Arrow1Up

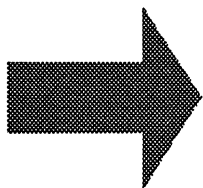
SYMBOLS



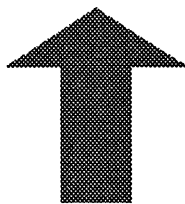
Symbols/ Arrow2Down



Symbols/ Arrow2Left



Symbols/ Arrow2Right



Symbols/ Arrow2Up



Symbols/ Arrow3Down



Symbols/ Arrow3Left

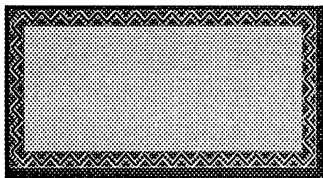


Symbols/ Arrow3Right



Symbols/ Arrow3Up

SYMBOLS



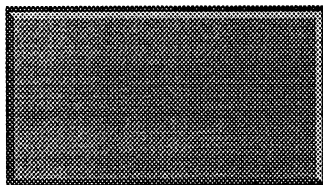
Boxes/Box1



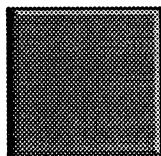
Boxes/Box2



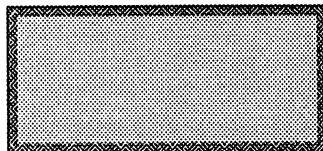
Boxes/Box3



Boxes/Box4



Boxes/Box5



Boxes/Box6



Boxes/Plate1



Boxes/Plate2



Boxes/Plate3



Boxes/Plate4

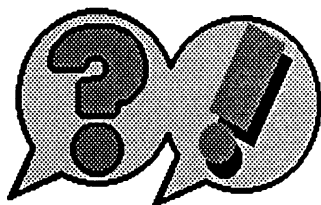
SYMBOLS



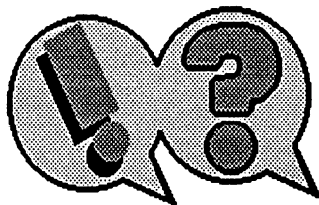
Boxes/Ribbon1



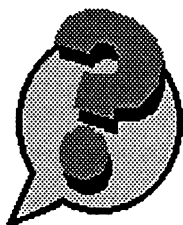
Boxes/Ribbon2



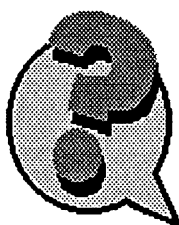
Bubbles/?!Left



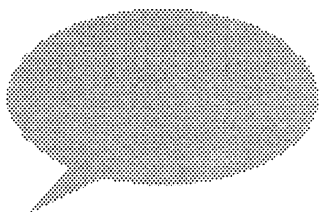
Bubbles/?!Right



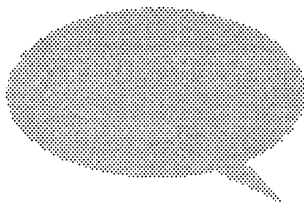
Bubbles/?Left



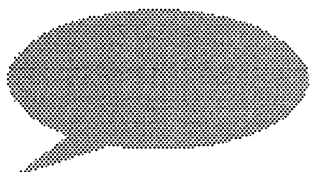
Bubbles/?Right



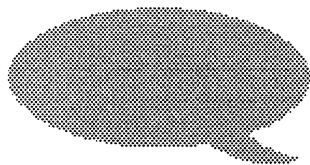
Bubbles/Bubble1BigLeft



Bubbles/Bubble1BigRight



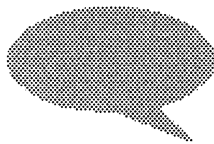
Bubbles/Bubble1Left



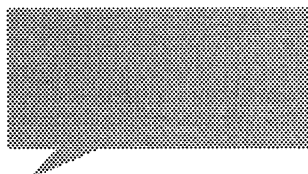
Bubbles/Bubble1Right



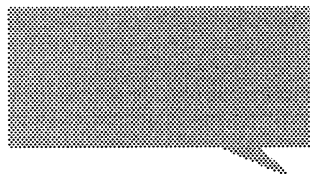
Bubbles/Bubble1SmallLeft



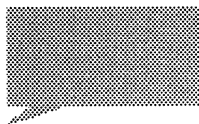
Bubbles/Bubble1SmallRight



Bubbles/Bubble2BigLeft



Bubbles/Bubble2BigRight



Bubbles/Bubble2Left



Bubbles/Bubble2Right

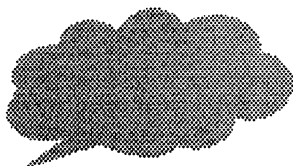
SYMBOLS



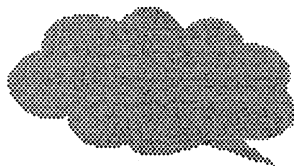
Bubbles/Bubble2SmallLeft



Bubbles/Bubble2SmallRight



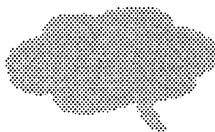
Bubbles/Bubble3Left



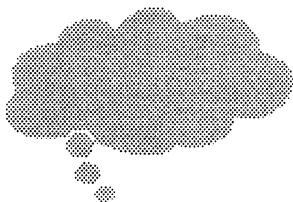
Bubbles/Bubble3Right



Bubbles/Bubble3SmallLeft



Bubbles/Bubble3SmallRight



Bubbles/Bubble4Left



Bubbles/Bubble4Right

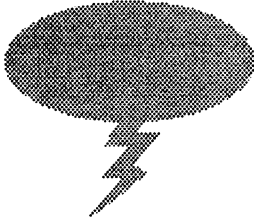
SYMBOLS



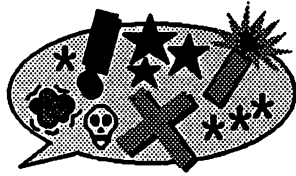
Bubbles/Bubble4SmallLeft



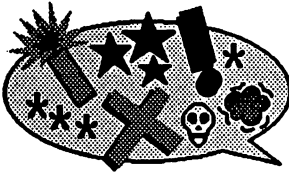
Bubbles/Bubble4SmallRight



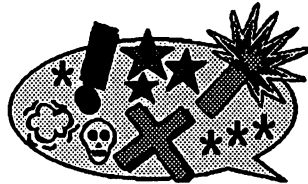
Bubbles/Scream



Bubbles/Swear1



Bubbles/Swear1a



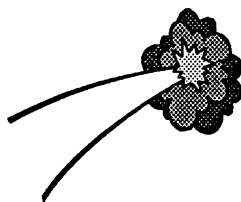
Bubbles/Swear2



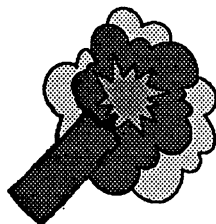
Bubbles/Swear2a



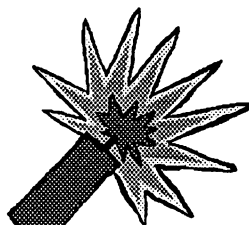
Comics/Bomb1



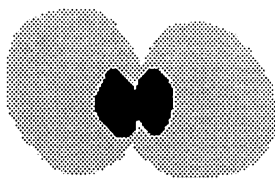
Comics/Bomb2



Comics/Dynamite1



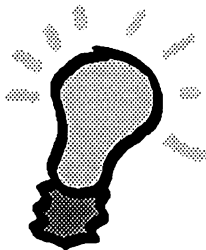
Comics/Dynamite2



Comics/Eyes

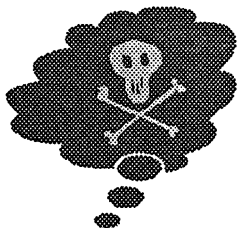


Comics/Idea

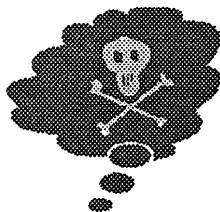


Comics/IdeaBig

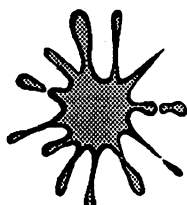
SYMBOLS



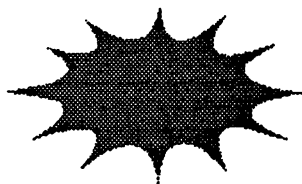
Comics/Jack



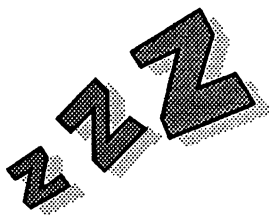
Comics/JackSmall



Comics/Splat1



Comics/Splat2



Comics/ZZZ



Comics/ZZZSmall



Feet/FeetA



Feet/FeetB

SYMBOLS



Feet/FeetBigA



Feet/FeetBigB



Feet/FeetBigC



Feet/FeetBigD



Feet/FeetC



Feet/FeetD



Film/DirectorChair



Film/FilmRoll

SYMBOLS



Hands/PointedFinger2D



Hands/PointedFinger2L



Hands/PointedFinger2R



Hands/PointedFinger2U



Hands/PointedFingerD



Hands/PointedFingerL



Hands/PointedFingerR



Hands/PointedFingerU

SYMBOLS

Commodore

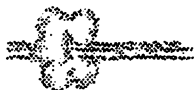
Logos/Commodore1

Commodore

Logos/Commodore2



Logos/Scala



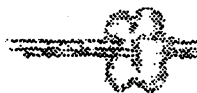
Motions/Motion1A



Motions/Motion1B



Motions/Motion1C



Motions/Motion1D

SYMBOLS



Motions/Motion2A



Motions/Motion2B



Motions/Motion2C



Motions/Motion2D



Music/Notes1

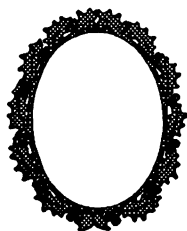


Music/Notes2

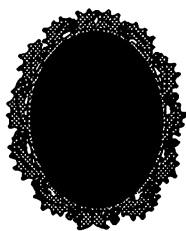


Party/Ballon

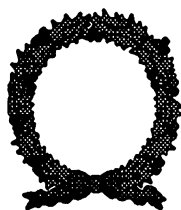
SYMBOLS



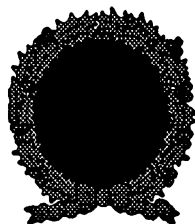
Party/Christmas1



Party/Christmas1a



Party/Christmas2



Party/Christmas2a



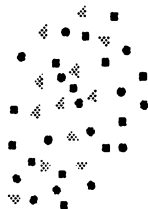
Party/Christmas3



Party/Christmas4



Party/Party1



Party/Party2

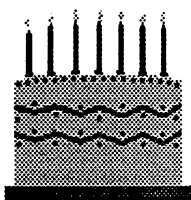
SYMBOLS



Party/Party3



Party/Party4



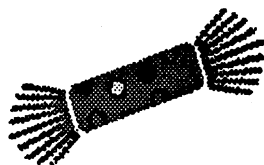
Party/Party5



Party/Party6

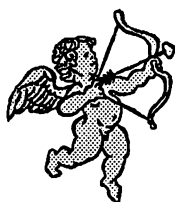


Party/Party7

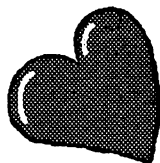


Party/Party8

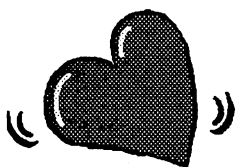
SYMBOLS



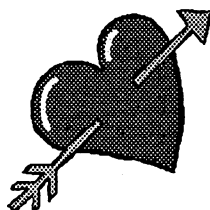
Romance/Amour



Romance/Heart1



Romance/Heart2



Romance/Heart3



Romance/Hearts



Romance/Moon



Romance/Rose1



Romance/Rose2

SYMBOLS



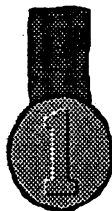
Romance/Star



Romance/StarSmall



Romance/StarSmall



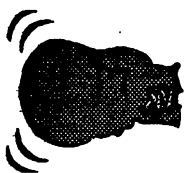
Sports/1stPrize1



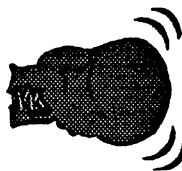
Sports/1stPrize2



Sports/BoxingDown



Sports/BoxingLeft



Sports/BoxingRight

SYMBOLS



Sports/BoxingUp



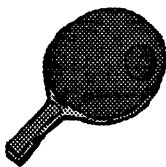
Sports/Soccer1



Sports/Soccer2



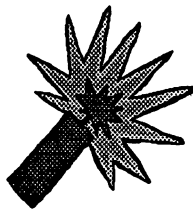
Sports/StopWatch



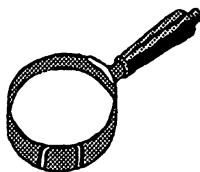
Sports/TableTennis



Sports/TableTennis

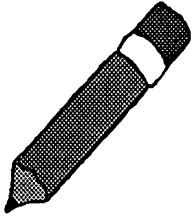


Things/Dynamite2

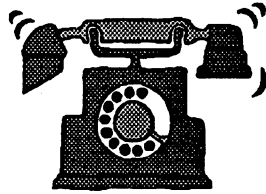


Things/Magnify

SYMBOLS



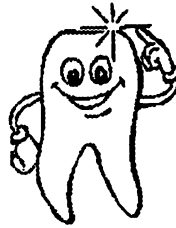
Things/Pencil



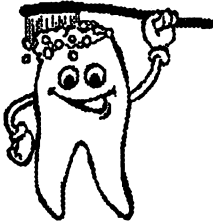
Things/Telephone



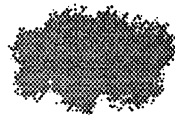
Things/TelephoneSmall



Things/Tooth1



Things/Tooth2



Weather/Cloud

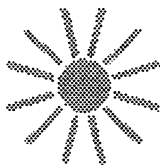


Weather/Lightning

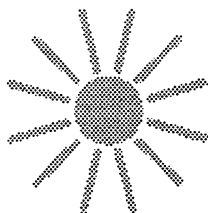


Weather/RainiCloud

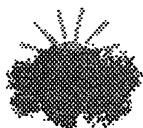
SYMBOLS



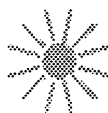
Weather/Sun



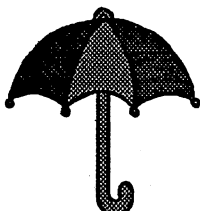
Weather/SunBig



Weather/SunnyCloud



Weather/SunSmall



Weather/Umbrella

BetonC 44

Franklin 18

Franklin 23

Franklin 36

Franklin 72

FuturaC 22

FuturaC 32

FuturaC 78

GoudyB 23

GoudyB 48

FONTS

ERROR MESSAGES

0 Internal error

An internal error has occurred in the Scala HT100 program

1 Out of memory

Not enough memory to perform the selected operation. Check to see if you have other programs running simultaneously, and stop these if possible. You can also buy a memory expansion for your Amiga.

2 Out of CHIP memory

It is not enough CHIP memory available. CHIP memory is a special type of memory that is used to keep graphics in, and to avoid this message you can try to close down the Workbench screen (from the Info menu), and stop other programs that may be running.

3 Can't open library:

Scala HT100 is unable to load the library file. Check if it is in the LIBS: directory.

4 Can't open device:

Scala HT100 is unable to load the device file. Check if it is in the DEVS: directory.

10 DOS error

An unspecified error in the operating system.

11 The disk is full

The disk you are currently saving to is full. Use another diskette or delete unwanted files from the disk.

ERROR MESSAGES

12 File not found:

Scala HT100 can't find the specified file.

13 File in use:

The file is already in use by another program.

14 Object exists:

The file you are saving does already exist.

15 Directory not found:

Scala HT100 is unable to find the specified directory.

16 Disk is not validated

The disk you want to save a file on is not validated yet. Wait until the light on the disk drive is turned off.

17 The disk is write protected

Remove the write-protection by sliding the small plastic knob in the corner of the diskette so that the hole is not blocked.

18 Disk not available:

Scala HT100 can't find the specified disk.

19 Disk is full

The disk you are saving to is full. Use another disk or delete unwanted files from the disk.

20 File is protected from deletion:

The file you are trying to delete is protected. Use the AmigaDOS "protect" command or the Workbench "Info" menu to change the state of the file.

ERROR MESSAGES

21 The disk is defect

There is something wrong with the disk.

22 No disk in drive

There is no disk in the disk drive

40 This is not an IFF file:

The selected file is not an IFF picture.

41 The IFF file is corrupt:

The picture file is destroyed.

42 Unknown IFF type:

Scala HT100 recognizes that the selected file is an IFF file, but does not recognize the type.

43 Resolution not supported.

Scala HT100 can't display pictures with this resolution.

50 This is not a script:

The selected file is not a script.

51 Error in script file

There is something wrong with the script file.

52 Can't find font:

Scala HT100 is unable to find the requested font.

70 Can't start player

The program that shows the script can not be started.

71 Player has not been started

The program that shows the script has not been started.

ERROR MESSAGES

72 Need at least 30000 bytes of stack

The program needs a larger stack. This can be achieved by the AmigaDOS "stack" command or by the Workbench "Info" menu.

73 You need a newer version of ...

Parts of your Scala HT100 system is not up to date.

74 You need Scala500 version

You need another version of Scala HT100.

75 File already exists. Overwrite?

The disk already contains a file with the same name as the one you are going to save. Do you want to overwrite it?

76 Please insert next disk in drive

Insert the next disk that you are going to save or load the script from.

78 Please insert disk:...

Insert the disk with name ...

100 Couldn't find background page.Do you want to replace it?

Scala HT100 can't find a background page used in the script. You can select another one that will be used instead.

ERROR MESSAGES

101 This is a HAM picture. Text on such pictures is not recommended.

HAM is a graphics mode that lets you use 4096 colors on the screen, but HAM pictures may cause some strange effects when you try to put text on them

102 Couldn't find brush. Do you want to replace it?

Scala HT100 can't find a brush (symbol) used in the script. You can select another one that will be used instead.

User registration card no



Name _____ Company _____

Address _____

City _____ Zip _____ Country _____

Telephone # _____

Dealer _____

Hardware: ☐ A500/600 ☐ A2000 ☐ A3000 ☐ A4000

Extra: ☐ Harddrive ☐ _____ MB RAM

☐ Scanner ☐ Digitizer ☐ Other _____

Purchase date _____

User response card no



To be mailed to us at your convenience after some use of the system.

New features you want (suggestions on improvements):

Problems you have had:

Product rating

*Place
stamp
here*

SCALA AS

Waldemar Thranesgt. 77

N 0175 Oslo

Norway

*Place
stamp
here*

SCALA AS

Waldemar Thranesgt. 77

N 0175 Oslo

Norway

